

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A computer-implemented method, comprising:  
using a graphical user interface (GUI) to displaying a graphical user interface (GUI) on a display device of a computer, the GUI including a representation of a condition of a user-defined rule that may be used to process textual information, wherein the condition includes an attribute name, an operator, and an attribute value; [[and]]  
upon receipt of input from a receiving user input via the GUI, the user input indicating the user-defined rule is to be used to create a rule template;  
creating, in response to the received user input, a rule template having a condition that is based upon the condition of the user-defined rule, wherein the condition of the rule template includes the attribute name and the operator from the corresponding condition of the user-defined rule, and wherein the condition of the rule template further includes an attribute-value placeholder that is associated with the attribute value from the corresponding condition of the user-defined rule;  
receiving a second user input that indicates a value to be used in place of the attribute-value placeholder; and  
creating, in response to the second user input, a second user-defined rule to process textual information, the second user-defined rule being based on the rule template and including the value to be used in place of the attribute-value placeholder.
2. (Original) The computer-implemented method of claim 1, wherein the method further comprises storing the rule template in a repository that is accessible to the user.

3. (Original) The computer-implemented method of claim 1, wherein the user-defined rule contains a plurality of conditions that each include an attribute name, an operator, and an attribute value.

4. (Original) The computer-implemented method of claim 3, wherein the conditions of the user-defined rule are connected by at least one logical operator.

5. (Original) The computer-implemented method of claim 3, wherein the rule template contains a plurality of conditions that each correspond to one of the conditions of the user-defined rule and that each include the attribute name and the operator from the corresponding condition of the user-defined rule.

6. (Original) The computer-implemented method of claim 5, wherein the conditions of the rule template are connected by at least one logical operator.

7. (Original) The computer-implemented method of claim 1, wherein the attribute-value placeholder in the condition of the rule template includes at least one placeholder symbol and a placeholder name.

8. (Original) The computer-implemented method of claim 7, wherein the placeholder name is based on the attribute name of the corresponding condition of the user-defined rule.

9. (Currently Amended) The computer-implemented method of claim 1, wherein the second user-defined rule ~~may be~~ is used to process textual information contained in email messages or in search queries.

10. (Currently Amended) A computer-implemented method, comprising:

~~using a graphical user interface (GUI) to displaying a graphical user interface (GUI) on a display device of a computer, the GUI including a representation of an action of a user-defined rule that may be used to process textual information, wherein the action includes an action name and a value; [[and]]~~

~~upon receipt of input from a receiving user input via the GUI, the user input indicating the user-defined rule is to be used to create a rule template;~~

~~creating, in response to the received user input, a rule template having an action that is based upon the action of the user-defined rule, wherein the action of the rule template includes the action name from the corresponding action of the user-defined rule, and wherein the action of the rule template further includes a value placeholder that is associated with the value from the corresponding action of the user-defined rule;~~

~~receiving a second user input that indicates a value to be used in place of the value placeholder; and~~

~~creating, in response to the second user input, a second user-defined rule to process textual information, the second user-defined rule being based on the rule template and including the value to be used in place of the value placeholder.~~

11. (Original) The computer-implemented method of claim 10, wherein the action of the user-defined rule further includes an attribute name and an attribute value, wherein the action of the rule template includes the attribute name from the corresponding action of the user-defined rule, and wherein the action of the rule template further includes an attribute-value placeholder that is associated with the attribute value from the corresponding action of the user-defined rule.

12. (Original) The computer-implemented method of claim 10, wherein the method further comprises storing the rule template in a repository that is accessible to the user.

13. (Original) The computer-implemented method of claim 10, wherein the user-defined rule contains a plurality of actions that each include an action name and a value.

14. (Original) The computer-implemented method of claim 13, wherein the rule template contains a plurality of actions that each correspond to one of the actions of the user-defined rule and that each include the action name from the corresponding action of the user-defined rule.

15. (Original) The computer-implemented method of claim 10, wherein the value placeholder in the action of the rule template includes at least one placeholder symbol and a placeholder name.

16. (Original) The computer-implemented method of claim 15, wherein the placeholder name is based on the action name of the corresponding action of the user-defined rule.

17. (Currently Amended) The computer-implemented method of claim 10, wherein the second user-defined rule ~~is may be~~ used to process textual information contained in email messages or in search queries.

18. (Currently Amended) A computer-readable medium having computer-executable instructions contained therein, that when executed, create a user-defined rule for performing a method, the method comprising medium configured to:

using a graphical user interface (GUI) to display a graphical user interface (GUI) on a display device of a computer, the GUI including a representation of a condition of a user-defined rule that may be used to process textual information, wherein the condition includes an attribute name, an operator, and an attribute value; [[and]]

upon receipt of input from a receive user input via the GUI, the user input indicating the user-defined rule is to be used to create a rule template;

[[creating]] create, in response to the received user input, a rule template having a condition that is based upon the condition of the user-defined rule, wherein the condition of the rule template includes the attribute name and the operator from the corresponding condition of

the user-defined rule, and wherein the condition of the rule template further includes an attribute-value placeholder that is associated with the attribute value from the corresponding condition of the user-defined rule;

receive a second user input that indicates a value to be used in place of the attribute-value placeholder; and

create, in response to the second user input, a second user-defined rule to process textual information, the second user-defined rule being based on the rule template and including the value to be used in place of the attribute-value placeholder.

19. (Currently Amended) A computer-readable medium having computer-executable instructions contained therein, that when executed, create a user-defined rule for performing a method, the method comprising medium configured to:

using a graphical user interface (GUI) to display a graphical user interface (GUI) on a display device of a computer, the GUI including a representation of an action of a user-defined rule that may be used to process textual information, wherein the action includes an action name and a value; [[and]]

upon receipt of input from a receive user input via the GUI, the user input indicating the user-defined rule is to be used to create a rule template;

[[creating]] create, in response to the received user input, a rule template having an action that is based upon the action of the user-defined rule, wherein the action of the rule template includes the action name from the corresponding action of the user-defined rule, and wherein the action of the rule template further includes a value placeholder that is associated with the value from the corresponding action of the user-defined rule;

receive a second user input that indicates a value to be used in place of the value placeholder; and

create, in response to the second user input, a second user-defined rule to process textual information, the second user-defined rule being based on the rule template and including the value to be used in place of the value placeholder.

20. (Currently Amended) A system programmed to:

~~use a graphical user interface (GUI) to display a graphical user interface (GUI) on a display device of a computer, the GUI including a representation of a condition of a user-defined rule that may be used to process textual information, wherein the condition includes an attribute name, an operator, and an attribute value; [[and]]~~

~~upon receipt of input from a receive user input via the GUI, the user input indicating the user-defined rule is to be used to create a rule template;~~

~~create, in response to the received user input, a rule template having a condition that is based upon the condition of the user-defined rule, wherein the condition of the rule template includes the attribute name and the operator from the corresponding condition of the user-defined rule, and wherein the condition of the rule template further includes an attribute-value placeholder that is associated with the attribute value from the corresponding condition of the user-defined rule;~~

~~receive a second user input that indicates a value to be used in place of the attribute-value placeholder; and~~

~~create, in response to the second user input, a second user-defined rule to process textual information, the second user-defined rule being based on the rule template and including the value to be used in place of the attribute-value placeholder.~~

21. (Currently Amended) A system programmed to:

~~use a graphical user interface (GUI) to display a graphical user interface (GUI) on a display device of a computer, the GUI including a representation of an action of a user-defined rule that may be used to process textual information, wherein the action includes an action name and a value; and~~

~~upon receipt of input from a receive user input via the GUI, the user input indicating the user-defined rule is to be used to create a rule template;~~

create, in response to the received user input, a rule template having an action that is based upon the action of the user-defined rule, wherein the action of the rule template includes the action name from the corresponding action of the user-defined rule, and wherein the action of the rule template further includes a value placeholder that is associated with the value from the corresponding action of the user-defined rule;

receive a second user input via the GUI, the second user input indicating a value to be used in place of the value placeholder; and

create, in response to the second user input, a second user-defined rule to process textual information, the second user-defined rule being based on the rule template and including the value to be used in place of the value placeholder.